



# SWAT KATS™

THE RADICAL SQUADRON



INSTRUCTION BOOKLET



HUDSON GROUP  
**HUDSON SOFT®**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



**THANK YOU !**

Thank you for  
adding SWAT  
Kats™ to your  
library of Super

NES games. You have  
just made the perfect

choice by selecting this quality Hudson Soft title. In order  
to insure your complete enjoyment of this game, we  
recommend that you read the manual carefully and follow  
its instructions and suggestions.



**WARNING: PLEASE READ THE CONSUMER INFORMATION  
AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING  
YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT  
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# OK SWAT KATS LET'S KICK SOME TAILS!

1. Make sure the power switch is OFF on your Super NES.
2. Insert *Swat Kats™ The Radical Squadron Game Pak* into the slot on the Super NES as described on the Super NES Manual.
3. Turn the power switch ON.
4. A brief gameplay demo will appear. Press the START button to skip the demo and begin the game.





WHO'S THE TOP KAT?

SAVE MEGAKAT CITY!

*You can choose between T-Bone™ and Razor™ at the beginning of each stage.*

*To choose between T-Bone and Razor, press the Control Pad Left or Right to choose the character and press the A-Button to make your selection.*



*After the Player Select screen, you will be able to choose the world and the villain you will face.*

*To choose the world, use the Control Pad to move the cursor between the worlds and press the A-Button to make your selection.*



# CONTROLLER

## BASIC MOVES



***Depending on the character you choose, they will have different characteristics.***

***T-Bone™ is more powerful but is slower and cannot jump as high. While Razor™ is more agile but does not have the attacking power that T-Bone has.***

***The Swat Kats™ also have a character specific SPECIAL WEAPON. T-Bone has a bazooka to blow-away obstacles which block his way. While Razor has a jet-pack to boost him over the obstacles.***



## CLIMBING MOVES

**TO CLIMB UP A WALL** (or any scaleable object), press the **CONTROL PAD UP** or **TO CLIMB DOWN A WALL** press the **CONTROL PAD DOWN**.



**TO JUMP OFF A WALL** (or any scaleable object), press the **B-BUTTON** plus **THE CONTROL PAD**.

**TO GRIP ONTO A WALL**

(or any scaleable object), press the **CONTROL PAD LEFT** if the wall is to *Swat Kats*<sup>™</sup> left or the **CONTROL PAD RIGHT** if the wall is to the right.

**TO RUN LEFT** (or **RIGHT**), press the **Y-BUTTON** plus the **CONTROL PAD LEFT** (or **RIGHT**) twice.

## SPECIAL MOVES



**TO USE THE SPECIAL ATTACK**, while running press the **B-BUTTON** to jump and press the **Y-BUTTON** while in the air to attack.

**MOVES THE TURBOKAT<sup>™</sup> LEFT OR RIGHT**

## 3-D SHOOTING



**MOVES THE MISSILE SIGHT**

**FIRES MISSILES**

# OUR HIGHFLYING HEROES

*The Swat Kats™ are renowned crime fighters... who pose as laid back "cool" auto mechanics by day. But don't be deceived, when mega-trouble arrives they jet off to save their world.*



**T-Bone™, the leader, is a look-before-you-leap daredevil who loves danger and derring-do. The riskier the enterprise, the happier he is. T-Bone is our pilot. He flies the Turbokat™ and gets it to do things Orville and Wilbur never imagined possible!**







# RAZOR

Razor™ is the more cautious of the two. He is the co-pilot, navigator and weapon's expert. He's the idea man who has designed much of the special unique weapons the Swat Kats™ carries.

*They may be a unit, but there's a macho rivalry between these two guys. They're always trying to one-up each other. They are two competitive cats - racing each other, timing themselves on their route - trying to beat their best time. They like challenging each other. And this friendly rivalry is at the heart of their unshakable friendship.*



# VILLAINS

*Megakat City, because of its immense size, is home to a number of unique and powerful villains. With all the trouble these villains cause, the Swat Kats™ are kept busy flying across the skies of Megakat City.*

OCCUPATION:  
EVIL  
BIOCHEMIST

MISSION:  
MEGASWAMP  
CITY

EXPERTISE:  
MUTATION

OBSTACLE:  
THE  
SWAT KATS



DOCTOR VIPER

**DR. VIPER™**

**Evil Bio-chemist**

OCCUPATION:  
MANIAC  
TRICKSTER

CONSIDERED  
POSSESSED

MISSION:  
REVENGE

DANGER!  
ENTIRE  
POPULACE  
AT RISK



MAD KAT

**MAD KAT™**

**Maniac Trickster**



## THE PASTMASTER™

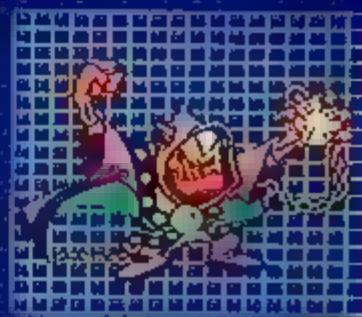
Evil Ancient Sorcerer

OCCUPATION:  
EVIL  
ANCIENT  
SORCERER

MISSION:  
RECAP  
DARK AGES

ACCOMPLICES:  
NONE

REMARKS:  
DANGER!



THE PASTMASTER

## THE METALLIKATS™

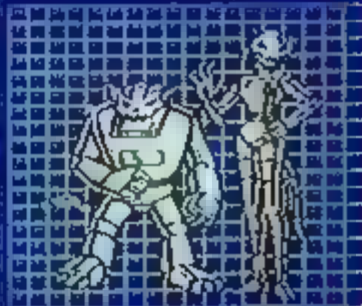
Bionic Gangsters

OCCUPATION:  
BIONIC  
GANGSTER

MISSION:  
REVENGE  
CIVILIZATION

CONSIDERED:  
DANGEROUS

APPROACH:  
WITH  
CAUTION



THE METALLIKATS

## DARK KAT™

Criminal Mastermind

OCCUPATION:  
CRIMINAL  
MASTERMIND

ACCOMPLICES:  
NONE

MISSION:  
DESTROY  
LAW AND  
ORDER

CURRENT  
WHEREABOUTS:  
UNKNOWN



DARK KAT

# ON THE SCREEN



**LEVEL**

**TIME**

**LIFE METER**

Swat Kats game  
play information  
appears on this  
screen



**NUMBER OF SWAT  
KATS MEDALLION**

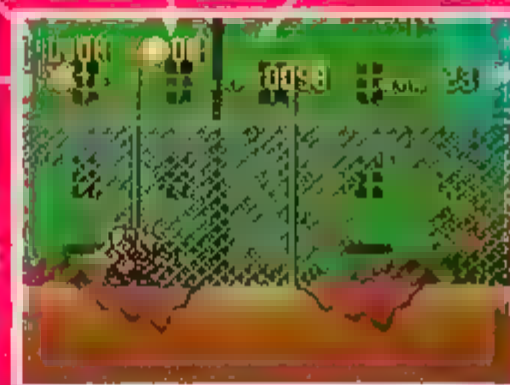
**LEVEL**

**EXPERIENCE  
POINTS**

**LIVES**

**STRENGTH**

When the game  
is paused this  
information  
appears



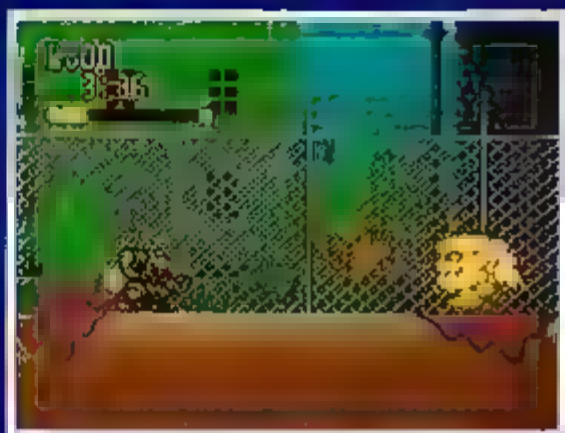
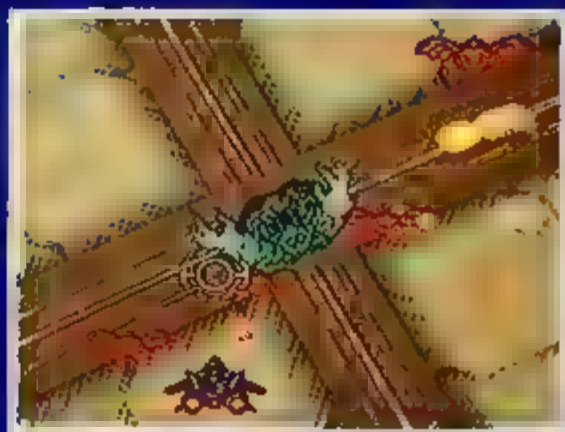


The mega villains are terrorizing Megakat City. The Swat Kats™ must fight the 5 mega villains to restore peace in Megakat City.



## WORLD 1

Dr. Viper™ has unleashed the Giant Bacteria in the city. The Swat Kats™ must soar through the high rises to destroy the Giant Bacteria. Then they must find their way to Dr. Viper's Lab to confront the evil bio-chemist.



## WORLD 2

Mad Kat™ has kidnapped the children of Megakat City. The Swat Kats must fight their way through Mad Kat Land to reach Mad Kat and save the children from his evil plans.





## **WORLD 3**

*The Pastmaster™ has brought back a sea creature from the past to attack sea going freighters. The Turbokat™ must scramble to destroy the creature. Though the creature is destroyed the Swat Kats™ have no time to rest for the Pastmaster still awaits.*



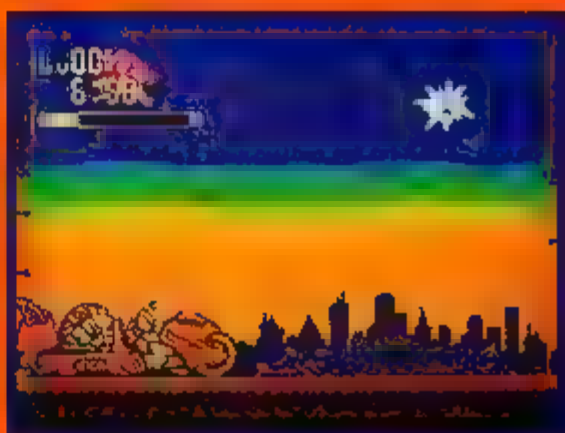
## **WORLD 4**

*The Metallikats™ have robbed the First Megakat Bank. The Swat Kats must stop the Metallikats from disrupting the economy of Megakat City.*



## **WORLD 5**

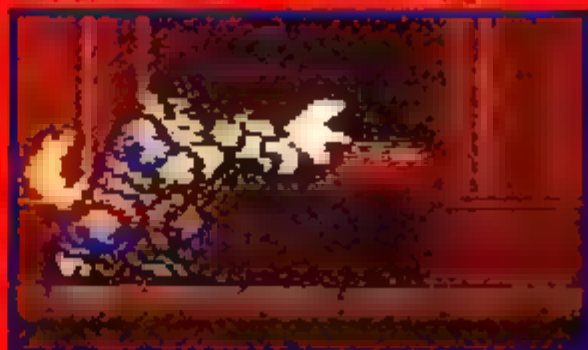
*Deputy Mayor Callico™ has been kidnapped by Dark Kat™. The Swat Kats must find Dark Kat's secret hideout and defeat him to rescue Callie.*



# LEVEL UP SYSTEM

As the Swat Kats™ fight through the many worlds and the villains, they will gain experience points. As their experience increases, their level will increase. When they level up, the maximum capacity of their life meter will increase as will the power of the missile fired from the Glovatrix.

## NORMAL MISSILE



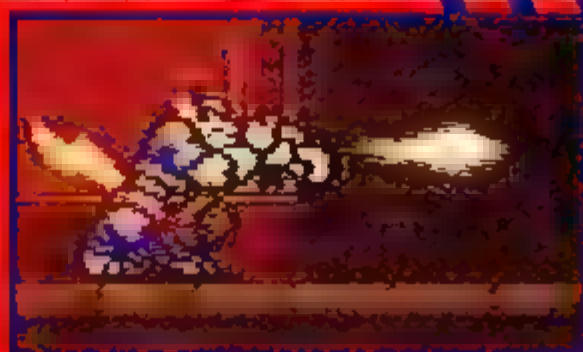
**LEVEL 1**

## SPIDER WEB MISSILE



**LEVEL 5**

## CEMENT MACHINE GUN



**LEVEL 10**

# THE GLOVATRIX

The Glovatrix worn by the Swat Kats is a piece of art weapon designed by Razor™. It is capable of firing many different missiles. The power of the missiles will increase as the Swat Kats level up.





**PINGER MISSILE**



**LEVEL20**

**OCTOPUS MISSILE**



**LEVEL15**

**SLICER DISC**



**LEVEL25**

# ITEMS



## SWAT KATS™ MEDALLION

*Collect these to earn an extra bonus points.*



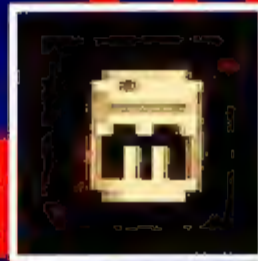
## 1-UP

*Adds 1 life.*



## CHILI PEPPER

*Restores your life meter.*

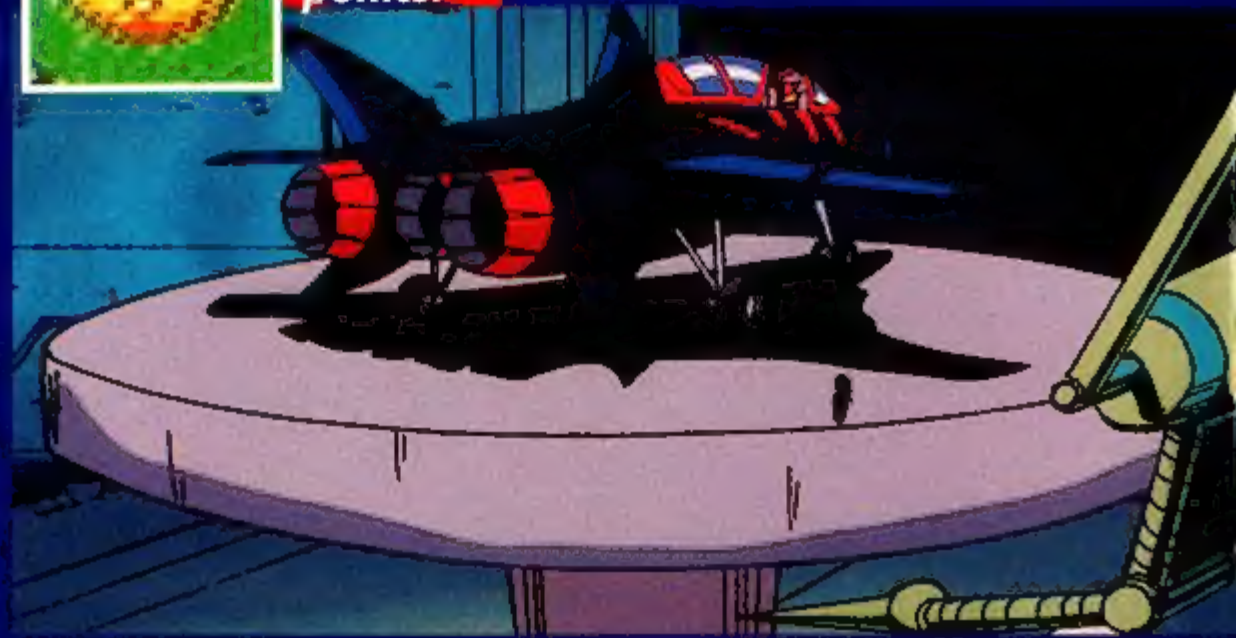


## MILK CAN

*Restores your life meter completely.*



*? Bonus experience points.*





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